

BDD Automation using Cucumber-JVM, Playwright and Scala

- Use IntelliJ Community Edition for this project
- Install Scala IntelliJ plugin
- Install Cucumber for Scala IntelliJ plugin
- Install Gherkin IntelliJ plugin
- In IntelliJ, create a Maven project. Go to File --> New Project, select Maven and give it a filename and select location.
- Add scala-maven-plugin to pom.xml
- Add Scala, Cucumber-Scala, Cucumber, Cucumber-JUnit, JUnit, Playwright to the project by adding them in your pom.xml
- Reload Maven by clicking on the Load Maven Changes button that appears on the top right, this will download all the added dependencies to the project
- Once dependencies are downloaded, run **mvn clean test** in the terminal, you will see a BUILD SUCCESS message
- Create a folder, **reports**, under **src/**, this will hold the generated reports
- Create a folder, **resources**, under **src/test**, this will hold the feature files. Right click this folder and select the option Mark directory as -> Test Resources Root.
- Create a package, **scalacucumberplaywright**, under **src/test/java**, this will hold the step definitions, class files
- Create a Scala class file, **RunCucumberTest**, under **src/test/java**, this will be the Runner class
- Create a **cucumber.properties** file under **src/test/resources**
- Create feature files under **src/test/resources**
- Create step definition files as class files under **src/test/java/scalacucumberplaywright**

Running commands:

- As we have installed the 2 IntelliJ plugins at the start of creating the project, features/ scenarios can be run individually by clicking against the run button in the IDE
- `mvn test -Dcucumber.filter.tags="@ProductCheckout" -Dcucumber.plugin=html:./src/reports/Report.html` – This will run the scenarios with the @ProductCheckout tag and store the report in the reports folder
- `mvn test -Dcucumber.feature=./src/test/resources/ -Dcucumber.plugin=html:./src/reports/Report.html` – This will run all the feature files and store the report in the reports folder

Folder structure:

